

FINDERS KEEPERS

DAVID JONES / ED HICKMAN

MAGIC KNIGHT WISHES
TO BECOME A MEMBER
OF THE POLYGON TABLE

THE KING HAS SENT
HIM TO THE DREADED
CASTLE OF SPRITELAND
TO PROVE HIS WORTH.

HE HAS TWO CHOICES
1. ESCAPE FROM THE
CASTLE OF SPRITELAND
2. COLLECT AS MUCH
TREASURE AS POSSIBLE.

ANY KEY TO CONTINUE.

FINDERS KEEPERS

GAME CONTROLS

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USE CURSOR KEYS OR
JOYSTICK TO GUIDE
MAGIC KNIGHT.

AND KEYS:

G	TO	GET
T	TO	TRADE
D	TO	DROP
E	TO	EXAMINE.

ANY KEY TO CONTINUE.